

ROLLTRIS

A game entry for the annual ABBYIO Software Contest 2013. Released in August 2013.

Objective

Rolltris is a Tetris variation where you have to create gapless rows in order to clear them from the playfield.



The difference is that you cannot move or rotate the piece that is falling. Instead you may choose rows at the bottom of the playfield and shift them to the left or right, arranging gaps for the falling pieces. The game has 10 levels with increasing pace.

The game is over when a landed piece (or part thereof) stays in the checked area of the playfield.



Controls

Title screen

Start, Esc or Shift

Start game

Gameplay

Esc or Shift

Shift left up/down or UP/DOWN

Shift left/right or LEFT/RIGHT

Drop tile

Delete row

Shift selected row to the left/right.

Abort game

Scoring

Clearing falling down lines	1 point per row in 1 st level, 2 points in 2 nd level, etc.
Fast dropping a piece	double the score (but just the 10 to increase your overall score)
Breaking a single line	100 points
Breaking two lines at once	400 points
Breaking three lines at once	1000 points
Breaking four lines at once	2500 points

Requirements

Atari 8-bit computer with 64 Kilobytes of RAM, a joystick or a keyboard. Tested on PAL, 600x400 pixels should work on NTSC (further testing required). The game detects the video standard and adjusts music and gameplay speed accordingly; therefore, the scores should be comparable between PAL and NTSC (they aren't).

Authors

Code and idea by Marek Pavla (marpav)

Graphics made and documentation by Zdenek Brzobohatý (PQL)

Testing by the authors plus Karel Ondříček (Sobert) and František Houša (Fando). Thank you!



Quick Facts

- The development of the game started on August 18, 2012, 21 days before the deadline. The game was finished on the day of the AmigaSoft Software Contest deadline.
- It uses MAME's idea to revert the classic Tetris concept.
- The tunes used are Amiga modules imported to NTSC: the screen music: *Accordory June 5th* by FredDamage (2001) ingame music: *Beyond Abuse* by Captain Mage (1997).
- Each of the 7 standard tetris pieces has a different color. This is achieved by the now well known trick of coloring certain playfield objects by ORing with PM60s (known as PRIORITY). This makes it possible to have up to 21 colors in a level while the usual Amiga 16bit/16bit/24bit mode offers 5 colors as a standard.
- There are 160 levels in the game.
- If you want to stay at the current level as long as possible, keep using fast dropping of pieces as much as possible. This way you will get much higher score per level.

Link to video sample

<http://youtu.be/7D05952uJTC>